In the Claims

The status of claims in the case is as follows:

1   1.   [Currently amended]   A method for character interactive
2   input/output ~~(I/O)~~ in a half duplex block mode environment
3   including a <u>client</u> workstation and a server, comprising the
4   steps of:

5   receiving a key stroke into a buffer at said
6   workstation;

7   automatically transferring said keystroke from said
8   workstation over a 1/2 duplex block mode interface to a
9   full duplex character interactive ~~(I/O)~~ <u>input/output</u>
10   server application; <u>and</u>

11   said <u>full duplex character interactive input/output</u>
12   ~~(I/O)~~ <u>server</u> application processing said keystroke and
13   responding appropriate to context of said <u>full duplex</u>
14   <u>character interactive</u> server application<u>;</u>

15   <u>thereby transferring single key strokes as they are</u>
16   <u>entered at said client workstation even though</u>
17   <u>operating in said half duplex block mode environment in</u>
18   <u>which character sequences are normally transferred</u>.

19   2.   [Original]   The method of claim 1, said buffer being an
20   auto enter, non-display entity on a display screen.

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1   3.   [Currently amended]   The method of claim 1, said buffer
2   being a non-screen entity accessible to said client
3   workstation.

1   4.   [Currently amended]   A method for character interactive
2   input/output in a half duplex block mode environment
3   including a client workstation and a server, comprising the
4   steps of:

5   connecting said client workstation to said server;

6   defining a workstation display as a 1-byte character
7   input field that has auto-enter and non-displayable
8   attributes operating in said half duplex block mode;

9   receiving a keystroke into said input field;

10   automatically transferring said keystroke from said
11   workstation display to a server application; and

12   said server application processing said keystroke and
13   responding appropriate to context of said server
14   application;

15   thereby transferring single key strokes as they are
16   entered at said client workstation even though
17   operating in said half duplex block mode environment in
18   which character sequences are normally transferred.

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1   5.   [Previously presented]   The method of claim 4, further

2   comprising the steps of:

3   communicating an attention signal from said client

4   workstation; and

5   responsive to said attention signal, communicating said

6   keystroke from said workstation display to said server

7   application.

1   6.   [Currently amended]   The method of claim 4, said client

2   workstation and server together becoming a cascaded client

3   to a targeted application server that requires character

4   dependent input/output in full duplex mode.

1   7.   [Currently amended]   The method of claim 4, further

2   comprising the step preventing display of said input

3   character on said workstation display.

1   8.   [Currently amended]   The method of claim 4, further

2   comprising the step of operating said client workstation and

3   providing for translation of said character from EBCDIC to

4   ASCII.

1   9.   [Currently amended]   A method for character interactive

2   input/output in a half duplex block mode environment,

3   comprising the steps of:

4   configuring a workstation display device to a one

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5   character field; and

6   immediately upon entry of an input character into said
7   one character field, processing said input character by
8   signaling an attention identifier from a client
9   emulator application, and responsive to said attention
10   identifier, retrieving said _input_ character from said
11   one character field;

12   thereby transferring single key strokes as they are
13   entered at said one character field even though
14   operating in said half duplex block mode environment in
15   which character sequences are normally transferred.

1   10.   [Currently amended]   The method of claim 9, further
2   comprising the step of translating and communicating said
3   _input_ character to a remote server and application for
4   interpretation within the context of said remote
5   application.

1   11.   [Currently amended]   The method of claim 10, further
2   comprising the step of returning from said remote
3   application to said client _workstation_ a display character
4   for display at said workstation display.

1   12.   [Previously presented]   The method of claim 11, said
2   display character selectively comprising an echo character
3   which may be said input character.

1   13.   [Original]   A method for operating a client application

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2   in character interactive input/output mode in a half duplex

3   block mode environment, comprising the steps of:

4   responsive to receiving an attention command from a

5   keyboard, retrieving from a one character display

6   buffer configured as an auto-entry non-displayable

7   display a single input character; and

8   translating and communicating said input character to a

9   remote application for interpretation within the

10   context of said remote application;

11   thereby transferring single key strokes as they are

12   entered at said keyboard even though operating in said

13   half duplex block mode environment in which character

14   sequences are normally transferred.

1   14. [Currently amended] A method for operating a display

2   operating in a half duplex block mode environment,

3   comprising the steps of:

4   configuring said display with respect to a character

5   entry device as a one character, auto-entry, non-

6   displayable buffer;

7   responsive to entry of an input character into said one

8   character, auto-entry, non-displayable buffer,

9   immediately communicating said input character

10   to a remote application for interpretation;

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11   thereby transferring single key strokes as they are
12   entered at said one character, auto-entry, non-
13   displayable buffer even though operating in said half
14   duplex block mode environment in which character
15   sequences are normally transferred.

1   15. [Previously presented] The method of claim 14, further
2   comprising the steps of:

3   receiving from said remote application an echo
4   character selectively not said input character; and

5   displaying said echo character.

1   16. [Original] A system for performing character
2   interactive input/output in a half duplex block mode
3   environment including a workstation and a server,
4   comprising:

5   a display buffer for receiving a key stroke;

6   a client for automatically transferring said key stroke
7   from said workstation over a half duplex block mode
8   interface to a full duplex character interactive
9   input/output server application;

10   said full duplex character interactive server
11   application for processing said keystroke and
12   responding appropriate to context of said server
13   application;

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14   thereby transferring single key strokes as they are

15   entered at said client workstation even though

16   operating in said half duplex block mode environment in

17   which character sequences are normally transferred.

1   17.   [Currently amended]   A system including a workstation

2   and a server for character interactive input/output in a

3   half duplex block mode environment, comprising:

4   a network for connecting said workstation to said

5   server;

6   a workstation display configured as a 1-byte character

7   input field that has auto-enter and non-displayable

8   attributes;

9   a keyboard for entering a keystroke into said input

10   field;

11   said workstation automatically transferring each said

12   keystroke from said workstation display to a server

13   application; and

14   said server application for processing said keystroke

15   and responding to said workstation with an echo

16   character appropriate to context of said server

17   application for display at said workstation display;

18   thereby transferring single key strokes as they are

19   entered at said workstation even though operating in

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20   said half duplex block mode environment in which

21   character sequences are normally transferred.

1   18. [Currently amended] A system for character interactive

2   input/output in a half duplex block mode environment,

3   comprising:

4   a workstation display device configured as a one

5   character field;

6   a server; and

7   a client emulator application responsive immediately

8   upon entry of an input character into said one

9   character field, for retrieving and communicating to

10   said server said input character from said one

11   character field, and responsive to said server for

12   displaying at said display device an echo character

13   selectively different from said input character;

14   thereby transferring single input characters as they

15   are entered at said one character field even though

16   operating in said half duplex block mode environment in

17   which character sequences are normally transferred.

1   19. [Currently amended] A display for character

2   interactive input/output in a half duplex block mode

3   environment, comprising:

4   a one character, auto-entry, non-displayable buffer for

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5   receiving from an input device an input character for

6   communication to a server application; and

7   an output field for displaying an echo character from

8   said <u>server</u> application<u>;</u>

9   <u>thereby transferring single key strokes as they are</u>

10   <u>entered at said input device even though operating in</u>

11   <u>said half duplex block mode environment in which</u>

12   <u>character sequences are normally transferred</u>.

1   20.   [Currently amended]   A program storage device readable

2   by a machine, tangibly embodying a program of instructions

3   executable by a machine to perform method steps for

4   character interactive input/output in a half duplex block

5   mode environment including a workstation and a server, said

6   method steps comprising:

7   receiving a key stroke into a buffer at said

8   workstation;

9   automatically transferring said key stroke from said

10   workstation to a server application;

11   said <u>server</u> application processing said keystroke and

12   responding appropriate to context of said server

13   application<u>;</u>

14   <u>thereby transferring single key strokes as they are</u>

15   <u>entered at said buffer even though operating in said</u>

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16   half duplex block mode environment in which character

17   sequences are normally transferred.

1   21.   [Currently amended]   A program storage device readable

2   by a machine, tangibly embodying a program of instructions

3   executable by a machine to perform method steps for

4   character interactive input/output in a half duplex block

5   mode environment including a workstation and a server, said

6   method steps comprising:

7   connecting said client workstation to said server;

8   defining a workstation display as a 1-byte character

9   input field that has auto-enter and non-displayable

10   attributes;

11   receiving a keystroke into said input field;

12   automatically transferring said keystroke from said

13   workstation display to a server application;

14   said server application processing said keystroke and

15   responding appropriate to context of said server

16   application;

17   thereby transferring single key strokes as they are

18   entered at said client workstation even though

19   operating in said half duplex block mode environment in

20   which character sequences are normally transferred.

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1   22.   [Currently amended]   A program storage device readable
2   by a machine, tangibly embodying a program of instructions
3   executable by a machine to perform method steps for
4   character interactive input/output in a half duplex block
5   mode environment, said method steps comprising the steps of:

6   configuring a workstation display device to a one
7   character field; and

8   immediately upon entry of an input character into said
9   one character field, processing said input character by
10   signaling an attention identifier to a client emulator
11   application, and responsive to said attention
12   identifier, retrieving said <u>input</u> character from said
13   one character field<u>;</u>

14   <u>thereby transferring single input characters as they</u>
15   <u>are entered at said one character field even though</u>
16   <u>operating in said half duplex block mode environment in</u>
17   <u>which character sequences are normally transferred</u>.

1   23.   [Original]   A program storage device readable by a
2   machine, tangibly embodying a program of instructions
3   executable by a machine to perform method steps for
4   operating a client application in character interactive
5   input/output mode in a half duplex block mode environment,
6   said method steps comprising the steps of:

7   responsive to receiving an attention command from a
8   keyboard, retrieving from a one character display

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9   buffer configured as an auto-entry non-displayable

10   display a single input character; and

11   translating an communicating said input character to a

12   remote application for interpretation within the

13   context of said remote application;

14   thereby transferring single key strokes as they are

15   entered at said keyboard even though operating in said

16   half duplex block mode environment in which character

17   sequences are normally transferred.

1   24.   [Currently amended]   A program storage device readable

2   by a machine, tangibly embodying a program of instructions

3   executable by a machine to perform method steps for

4   operating a display in a half duplex block mode environment,

5   said method steps comprising the steps of:

6   configuring said display with respect to a character

7   entry device as a one character, auto-entry, non-

8   displayable buffer;

9   responsive to entry of an input character into said one

10   character, auto-entry, non-displayable buffer,

11   immediately communicating said input character

12   to a remote application for interpretation;

13   thereby transferring single characters as they are

14   entered at said character entry device even though

15   operating in said half duplex block mode environment in

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16   which character sequences are normally transferred.

1   25.   [Currently amended] A computer program product or
2   computer program element for operating a display in a half
3   duplex block mode environment according to method steps
4   comprising the steps of:

5   configuring said display with respect to a character
6   entry device as a one character, auto-entry, non-
7   displayable buffer; and

8   responsive to entry of an input character into said on
9   character, auto-entry, non-displayable buffer,
10   immediately communicating said input character
11   to a remote application for interpretation;

12   thereby transferring single characters as they are
13   entered at said character entry device even though
14   operating in said half duplex block mode environment in
15   which character sequences are normally transferred.

1   26.   [Currently amended] The method of claim 1, said
2   automatically transferring step further comprising the steps
3   of:

4   transferring said keystroke key stroke from said client
5   workstation to a Telnet client and thence to said full
6   duplex character interactive (I/O) server application
7   via a Unix server.

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1   27. [Currently amended]   The method of claim 4, said
2   automatically transferring step further comprising the steps
3   of:

4   transferring said ~~keystroke~~ key stroke from said client
5   workstation to a Telnet client and thence to said
6   server application via a Unix server.

1   28. [Canceled]

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